

## Resolving Disputes:

In every quiz game, someone will disagree with an answer. As a rule, the answers in this game should be accepted as correct but feel free to take a vote if you're adamant that something is wrong... it's only a game after all!

We appreciate your comments on this game.  
Please send your correspondence to:  
info@goliathgames.com

Our Customer Service Department can be reached Monday through Friday (except during holidays) from 10:00 am CST to 4:00 pm CST at 855-258-8214.

3633



© 2018 Goliath BV, Vijzelpad 80, NL 8051 KR Hattem.  
© 2018 Goliath Games, LLC, 3701 West Plano Parkway, Suite 100, Plano, TX 75075, USA. Keep this information for future reference. Colors and contents may vary from those illustrated.  
Made in Guangdong, China.

Distributed under license in Australia by Crown & Andrews Pty Ltd, Unit D, 21 Loyalty Road, North Rocks, NSW 2151, Australia.  
P: +61 2 98983555 E: sales@crowbandandrews.com.au  
www.crowbandandrews.com

363310 v2 0318



Questions from Every Genre, Every Decade.

# Instructions

For 2+ Players  
Ages 14 and Up

3633



## Contents:

900 Questions, 1 Die.

## Object of the Game:

To answer one question correctly from each of the six decades:

1950s

1980s

1960s

1990s

1970s

2000s

## Before You Start:

The game can be played individually or in teams. If playing in teams, make sure that each team is roughly the same size and has a mix of players from all ages.

Shuffle the card deck from each decade and replace the cards in the correct section of the box.

Each card has six questions, one question from each of the following categories:

1. Fads & Fashion

4. Music

2. TV

5. Sport

3. Film

6. Name The Year

## Playing the Quiz:

Roll the die to decide which player/team takes the first turn. This player/team then states which decade they wish to attempt and rolls the die to determine which question will be asked. The player to their left takes one of the cards from the chosen decade and reads out the appropriate question. For instance, if the first player/team chooses Sixties and rolls a four, they will be asked a Music question.

If the player/team answers the question correctly, they keep the card. If not, the card is returned to the correct decade section of the QuizMaster™ box. The turn now passes to the player/team to the left who chooses a decade to answer and rolls the die to select a question.

A player/team can attempt any decade on their turn until they answer a question correctly and win the card. Once they have been awarded the card, they must attempt one of the remaining decades when it is their next turn.

The game continues in this manner with players/teams answering questions and winning cards. The first player/team to gain a card from all six decades, wins the game.